

8. (Twice amended) An interactive communication system comprising means for communicating command information across a network between a server and a client, wherein the means for communicating command information comprises:

means for generating a command message including a command, a command descriptor, and one of a server route for directly associating a node with the command descriptor and a command node for indirectly associating a node with the command descriptor; and

means for transmitting the command message across a network upon occurrence of a triggering event.

#### REMARKS

The instant amendment is in response to both the office action dated November 6, 2002, where the Examiner rejected Claims 1-14 under 35 U.S.C. §103(a), as allegedly rendered obvious by Woods et al. *Wired for speed: Efficient Routes on VRML 2.0* (Woods), and the applicants' subsequent interview with Examiners Prieto and Thompson on January 28, 2003.

Applicants would like to thank the Examiners for their courtesy extended during that interview, and have followed the Examiners' suggestions to amend claims 1 and 8 to specify the functions carried out by the server route or command node required by those claims. While the Examiners' Interview Summary Record of January 28, 2003, reflects such suggestions, applicants clarify that the route commands of "standard" MPEG-4 discussed during the interview referred to commands that were in existence at the time of the MPEG-4 committee draft referenced in the specification, i.e., in 1997, and not to later versions of that standard.

In view of the claim amendments made herein, the application is now believed to be in condition for allowance. Reconsideration and allowance of all claims in this application is respectfully requested.

In particular, Claims 1 and 8 have been amended to clearly indicate that required command message includes either "a server route for directly associating a node with the command descriptor" or "a command node for indirectly associating a node with the command descriptor ." No new matter is added by the foregoing amendments and these amendments are fully supported by the specification. See, e.g., Appl'n, Page 8, Line 36 to page 9, line 13 and

Figs. 5a and b. Thus, as shown in Fig. 5a, a server route directly associates a node, such as a media node, with a command descriptor. As shown in Fig. 5b, a command node acts as an intermediate node, and thereby indirectly associates a node, such as a media node, with a command descriptor.

No such arrangement is disclosed in or suggested by Woods et al. As discussed during the Examiner's interview, that document describes traditional routes routines where the target of the route is another node for a scene. Nothing in Woods discloses or suggests of a route which targets a command descriptor, as required by amended claims 1 and 8.

Unlike a node, which is internal to a scene that has been downloaded to single computer, a command descriptor comprises information to be transmitted back to a server computer upon the occurrence of an associated event. Nothing in Woods discloses or suggests such back-channel communication, which is required by client-server arrangements of amended claims 1 and 8.

#### CONCLUSION

Applicants respectfully submit that this application is in condition for allowance, and such disposition is earnestly solicited.

Respectfully submitted,

  
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MARKED-UP COPY OF AMENDMENTS TO THE CLAIMS

1. (Twice amended) A method for communicating command information between a server and a client across a network in an interactive communication system, comprising the steps of:

generating a command message including a command, a command descriptor, and one of a server route for directly associating a node with the command descriptor and a command node for indirectly associating a node with the command descriptor; and

transmitting the command message across a network upon occurrence of a triggering event.

8. (Twice amended) An interactive communication system comprising means for communicating command information across a network between a server and a client, wherein the means for communicating command information comprises:

means for generating a command message including a command, a command descriptor, and one of a server route for directly associating a node with the command descriptor and a command node for indirectly associating a node with the command descriptor; and

means for transmitting the command message across a network upon occurrence of a triggering event.

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